



**Richard Garriott**   
@RichardGarriott

# When we were with EA, they got disgruntled Donald Glinkie letters too:

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Electronic Arts:

About your program "The Standing Stones. It stinks.

I have some of your other products :Skyfox" and the "Seven Cities of Gold". And a couple others. And let me say I do not pirate programs but just buy them for my own playing amusement. I have spent several hundred hours and stacks of paper and pencils and was never able to complete a Grail recovery. I have concluded your so called game is impossible. Only the two idiots who wrote it can solve it and dont give me that stuff about hundreds of solutions. I dont believe it. I was able to map the fifteen floors and found the "old Man" in the isolated square. I was robbed and drained a dozen times to get there.

I dont believe your game programmers know what the industry is all about. When I spend thirty-forty bucks and more for a game I expect to be able to solve it somewhere down the line. Apparently your game writers are not aware of this. Their idea of a game is to make one so difficult it cannot be solved. Let me tell you this makes for nothing but irate customers. I played all three Ultimas and all three Wizardries and Questron also and was able to complete them so we can assume I am not all that stupid. I finally decided it was part of the program as written to make the "draining" and the "robbing" a must. In other words it is impossible to complete the game with a given "Strong" character which is ignorant and stupid as given in your manual. The four character attributes not counting "Hit Points" really have no bearing. I was able to get a character with 62 attribute points (not hits) and he wasn't any better off playwise as any weak character. So your manual is a lie too. As I said---"draining and robbing" are a part of a "must happen" strategy or it (the game) cannot be completed. I will venture to say this game has been a dud since day one as far as gameplayers like myself go and we are the ones that pay for the game so you should tell your stupid programmers that or you wont be around too much longer.

I reached the 15 level starting with 300 points!!! And nothing else. Armor and sword stolen. I felt as if my pants were gone and indeed they were. Any popular game ever written was based on the fact that given a strong durable character the game could be completed. I said any "memorable Game". Electronic Arts has very probably never had

and then be expected to spend five and ten dollars a crack to call you from Florida long distance to try and get some info. I usually get some underpaid teen-ager who doesn't know what day of the week it is let alone know anything about what I am asking. About the game. So you do not support your customers. And you dont support your product.

I am 64 years old and have an apple. I live in an area highly computerized here in south Florida. Pompano Beach is next to Ft. Lauderdale. I am president of the Pompano Beach "ham" radio club and belong also to the GCARA, membership 4000 members. I mention this as most of these "hams" have computers and most play games. It is a fact that radio and computers and games "hang" together. I certainly would not recommend "stones" to anyone and I go to meetings and clubs in this area.

The point is this. Stones----is a bad game. It should never have been released. Youve got a stinker. You keep this kind of crap up and you will soon be out of business. You should keep in mind when that a person "buys" a game----he expects to solve it. But "Stone" is purely idiotic. It is too complicated. Too big. Too lengthy. Plus the fact,as I said,that even given a strong built-up character it is impossible to sensibly win the game. Who the hell ever heard of 4 million experience points? I arrived finally at the fifteenth level with four and a half million (MILLION) experience points and was unable to complete anything. Your manual says experience points are essential. Not so. Really--I never played a game as idiotic as this one.

The object in this game is to fail. Not to win. Let me repeat. Your gamewriters have the attitude to make it (the game) so difficult as to be able to sensibly solve it impossible. And that brother just AINT going to sell your games and do your company any good. The criterium is to have a satisfied customer---not a disgusted one. I wouldnt recommend this to a dog. It stinks. Sorry misspelled. I would think twice and ask someone before I ever put out money for another of your products. Really---this is a terrible game. I have put the game in a drawer and thererit will stay. With a stack of maps and papers. And there it can stay. This goes down as a lemon. The biggest one I ever paid for. A waste of money and a lot of time. "Stones" should be buried.

Thank you for reading this

Donald W. Glinkie

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